

In the Claims:

Please cancel claims 4, 11-15, 17-40, replace claims 1-3, 5-8, and 10, and add new claims 41-55, all as shown below.

1. (Currently Amended): A method of providing a user interface for control of one or more cameras, comprising ~~the steps of:~~

displaying a representation of a scene;

~~displaying at least one drag and drop icon relating to a location within said scene;~~

indicating a location using a cue within said scene;

directing a view of at least one of said one or more cameras toward said location;

displaying said view simultaneously with said representation; and

wherein said representation is ~~a moving~~ an image captured by said one or more cameras.

2. (Currently Amended): The method according to claim 1, wherein said ~~step of~~ directing further comprises ~~the step of~~ retrieving at least one virtual view, from at least one of said one or more cameras, corresponding to said location.

3. (Currently Amended): The method according to claim 1, wherein said ~~step of~~ displaying a representation further comprises ~~the steps of:~~

retrieving a plurality of video images from said one or more cameras; and

composing said representation from said plurality of video images.

4. (Cancelled)

5. (Currently Amended): The method according to claim 1, ~~wherein~~ further comprising:
displaying at least one drag and drop icon relating to a location within said scene;
wherein said at least one drag and drop icon is an expandable drag and drop icon, and an amount of
zoom of the view is controlled by a size of said expandable drag and drop icon.

6. (Currently Amended): The method according to claim 5, further comprising ~~the step of:~~
maintaining a proper aspect ratio during user resizing of said expandable drag and drop icon.

7. (Currently Amended): The method according to claim 1, further comprising:
displaying at least one drag and drop icon relating to a location within said scene;
wherein said at least one drag and drop icon is an object corresponding to said view of said one or
more cameras.


8. (Currently Amended): The method according to claim 1, ~~wherein~~ further comprising:
displaying at least one drag and drop icon relating to a location within said scene;
wherein said at least one drag and drop icon has a center portion and a handle movable with respect
to said center portion; and
~~said method further comprises the step of:~~
adjusting a parameter of said view based on a position of said handle.

9. (Previously Presented): The method according to claim 8, wherein said parameter can
include one or more of an amount of zoom, brightness, and contrast.

10. (Currently Amended): The method according to claim 1, further comprising ~~the step of:~~
displaying at least one drag and drop icon relating to a location within said scene; and
panning ~~[[a]]~~ said view associated with ~~a selected~~ said icon during a drag operation performed on the
selected icon.

11-40. (Cancelled)

41. (New): A method of controlling one or more cameras using an object and an interface
including a representation of a scene, the method comprising:

 reading information from the representation with the object;
determining a location within the scene with said information;
directing a view of at least one of said one or more cameras toward said location; and
displaying said view.

42. (New): The method of claim 41, wherein said information is digital information encoded
within the representation.

43. (New): The method of claim 42, wherein said representation is a photo.

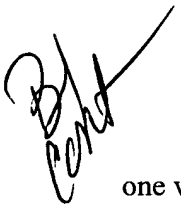
44. (New): The method of claim 42, wherein said representation is a drawing.

45. (New): The method of claim 42, wherein said interface is paper.

46. (New): The method according to claim 42, wherein the representation is a graphical representation.

47. (New): The method according to claim 42, wherein the representation is an architectural drawing.

48. (New): The method according to claim 42, wherein the representation is a schematic.

 49. (New): The method according to claim 42, wherein directing comprises retrieving at least one virtual view, from at least one of said one or more cameras, corresponding to said location.

50. (New): The method according to claim 42, wherein the representation comprises an image formed from a plurality of video images from said one or more cameras.

51. (New): The method according to claim 42, wherein:
said one or more cameras is a camera array; and
said object corresponds to a virtual view of said camera array.

52. (New): A method of providing a user interface for control of one or more cameras, comprising:

capturing a scene with at least one of the one or more cameras;
indicating a location using a cue within said scene;
detecting said cue;

directing a view of at least one of the one or more cameras toward said location; and
displaying said view.

53. (New): The method of claim 52, wherein the cue is illumination.

54. (New): The method of claim 52, wherein the cue is a gesture.

55. (New): The method of claim 52, further comprising:

displaying a representation of said scene; and

indicating said location within said representation.
